IN THE CLAIMS:

Please amend claims 1, 2 and 4-18 as follows:

1. (Currently Amended) A computerized toy learning apparatus using a cyber community, the apparatus comprising:

a cyber community having a cyber character which grows by learning ~~in~~ online; and

a toy ~~which~~ that grows by receiving ~~experience of the~~ one of a cyber character's ~~or~~ experience and ~~of~~ a user's learning experience.

2. (Currently Amended) The apparatus of claim 1, wherein the cyber community is performed in a network server ~~which~~ that provides cyber character information of a first user and cyber character information of ~~another~~ second user.

3. (Original) The apparatus of claim 1, wherein the cyber community is performed in a performance apparatus for outputting the information of the cyber character.

4. (Currently Amended) The apparatus of claim, wherein the cyber community is performed in a network server ~~for~~ supplying ~~an operation~~ operational data for the toy and a performance apparatus ~~for~~ providing an upgrade program ~~provided~~ from the network server.

5. (Currently Amended) The apparatus of claim 1, wherein the cyber community ~~comprising~~ comprises:

a home (family) for rearing a cyber character;

a school in which the cyber character learns audio information ~~such as~~ comprising at least one of music, ~~and~~ voice, motion and gesture; and

a robot education center for one of upgrading ~~program of the~~ a cyber character program and ~~or~~ downloading operation data and an information center for providing data ~~such as~~ comprising at least one of a shopping mall, news and weather ~~while~~ and wherein the cyber character acts as a shopping guide.

6. (Currently Amended) The apparatus of claim 2 wherein the network server is characterized in that programs for synchronizing the cyber community are provided to respective users to for contacting ~~with the~~ cyber characters of ~~an~~other users.

7. (Currently Amended) The apparatus of claim 1, wherein the cyber character ~~is composed~~ comprises ~~of~~ a first cyber character ~~which~~ that exists only in a cyber community and a second cyber character of a user ~~who~~ that represents the toy in the real world.

8. (Currently Amended) The apparatus of claim ~~1~~ 3, wherein the performance apparatus~~es are~~ has wire and wireless communication functions and is one of a computer, a mobile phone and a PDA, ~~which have wire and wireless communication functions~~.

9. (Currently Amended) The apparatus of claim 1, wherein the toy exhibits one of motion and an audio output and wherein the motion and audio output ~~of a level corresponding~~ correspond to one of the experience of the cyber character in the cyber community and learning by the user ~~or outputting an audio information~~.

10. (Currently Amended) The apparatus of claim 1, wherein the toy ~~comprising~~ comprises:

a sensor for sensing an outside pulsation;

an input apparatus for inputting one of an image, audio information and letters; and

a communication apparatus for wire and wireless communication.

11. (Currently Amended) The apparatus of claim 1, wherein the toy ~~has a~~ further comprises memory for ~~memorize the~~ information ~~by learning~~ and an input/out unit for exchanging information with ~~an~~other toys.

12. (Currently Amended) The apparatus of claim 11, wherein the memory of the toy is detachable and can be replace by another user's memory ~~of another user~~.

13. (Currently Amended) ~~The toy~~ A learning method for a computerized toy using a cyber community, the method comprising ~~the steps of~~:

having the toy ~~study~~ obtain experience information by one of controlling a certain part of the toy, ~~or~~ controlling a remote controller ~~or~~ and using an information input means such as ~~an audio information and then~~ a microphone;

storing the experience information in ~~the~~ a memory;

~~reflecting the experience information of the toy on~~ having the activity of the cyber character in the cyber community ~~according to~~ reflect the experience information ~~of the toy~~ by transmitting the experience information to ~~the~~ a network server;

having the toy learn by transmitting the experience information according to the activity of the cyber character in the cyber community; and

upgrading ~~the~~ an operating/application program ~~corresponding~~ according to the extent of learning of the boy.

14. (Currently Amended) The method of claim 13, wherein ~~the~~ a performance apparatus is used to operate the cyber community by downloading ~~the~~ a program for operating

the cyber community and ~~the~~ data information from the network server to reduce the amount of data which is transmitted between the network server and the performance unit.

15. (Currently Amended) The method of claim 14, comprising ~~the steps of~~:

reflecting ~~the~~ information ~~such as the~~ comprising at least one of a learning result, a characteristic, a state of feeling and ~~the~~ a degree of growth/intelligence on the activity of the cyber character which represents the toy in the cyber community; and

reflecting the experience information ~~by the activity of the cyber character~~ on the activity of the toy by transmitting ~~it~~ the experience information to the toy.

16. (Currently Amended) The method of claim 15, further ~~having the step of~~ comprising updating the operating/application program ~~corresponding~~ according to the extent of learning of the toy.

17. (Currently Amended) The method of claim 13, wherein the memory of the toy ~~has~~ comprises a plurality ~~number~~ of memories ~~in a toy~~ and ~~accordingly,~~ wherein the memories ~~have~~ allow the toy ~~grow~~ to have different experiences ~~respectively~~ by replacing at least one of the ~~respective~~ plurality of memories.

18. (Currently Amended) ~~The~~ A method implemented in a computerized toy, the method comprising ~~the steps of~~:

turning on the power supply of the toy;

selecting a user ~~questioning the~~ mode to identify ~~of~~ the user ~~by~~ of the toy;

selecting a default user ~~in case~~ if the user mode is not selected;

reflecting ~~the~~ experience information of the toy on ~~the~~ a cyber character in an online community according to the selected user and ~~accordingly,~~ changing the activity of the cyber community according to the experience in formation and the selected user; and

reflecting the experience of the cyber character in the online cyber community ~~in online~~ on ~~the~~ a current status of the toy and changing the action of the toy.